

# Wei Shi

Wichita, KS

shixwei@gmail.com

www.shixwei.com



github.com/weiish



linkedin.com/in/wshi

## PROFESSIONAL EXPERIENCE

### **Software Engineer and Operations – UAVradars LLC, Lawrence KS**

**May 2016 – Feb 2019**

- Primary software developer for a research project funded by NASA.
- Improved workflow speeds by over 100% by implementing and optimizing real time radar data GUI.
- Calibrated collision avoidance radars for unmanned aerial vehicles.
- Conducted data analysis and rigorous testing using MATLAB.
- Collaborated with contractors to port MATLAB testing software to an embedded system using C++.
- Operations and IT responsibilities:
  - Managed company taxes and payroll with QuickBooks Intuit.
  - Troubleshooting, installation of new hardware / software, internet and data backups.
  - Maintained and updated company website using WordPress.
  - Created 3D model of radar with Blender.
  - Animated company video with Adobe After Effects.

### **Manufacturing Engineer Intern – Boston Scientific, Heredia, Costa Rica**

**Jun 2015 – Aug 2015**

- Refined manufacturing process in Blazer Dx-20 product line by analyzing and testing key steps.

## PERSONAL PROJECTS

### **Type-Royale**

**Jul 2019 – Nov 2019**

- Web app, real-time multiplayer typing battle-royale game, with lobbies, spectating, and invite via links.
  - Back-end with Node.js and Socket.io, Front-end with React and Redux. Hosted with Heroku.

### **Backtrack**

**May 2019 – Nov 2019**

- Productivity app that logs and visualizes computer time usage. For managing my self-study time.
- Made as two separate apps, with an app for collecting data, and one for visualizing.
  - Python tray app (wxPython), and Electron visualizer (JavaScript, HTML, CSS, Chart.js).

### **Discord Bots**

**Nov 2018 – Jul 2019**

- Count Bot, developed for a server that wanted to do multiplayer counting.
  - JavaScript, MySQL Amazon RDS and discord.js library.
- Triple Triad Bot, to play the classic card game from Final Fantasy 8 in discord.
  - Python, MySQL, discord.py library.

### **Unity Game Engine Projects**

**May 2016 – Feb 2019**

- I love video games, and I enjoy building game projects with Unity, which uses C#.
- Attended the 2019 ICT Game Jam where I created Chicken Nightmare over two days.

## EDUCATION

**Rice University**, Houston TX

**Aug 2011 - May 2015**

Bachelor of Science, Bioengineering,

## SKILLS

**Languages** JavaScript, Python, MATLAB, C# (unity)

**Front-end** React, Redux, HTML5, CSS, Sass

**Back-end** Node.js, Express.js, Socket.io, REST APIs

**Databases** MySQL, MongoDB, Mongoose

**Other** OOP, Git, Heroku, Adobe Illustrator, Blender, Adobe After Effects, FL Studio